

main.c



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Output

Clear

```
6 struct Node { children[4],
7 int numKeys;
8 int isLeaf;
9 } Node;
10
11 Node* createNode(int isLeaf) {
12 Node* node = (Node*)malloc(sizeof(Node));
13 node->numKeys = 0;
14 node->isLeaf = isLeaf;
15 for (int i = 0; i < 4; i++) {
16 node->children[i] = NULL;
17 }
18 return node;
19 }
20
21 void insert(Node** root, int key) {
22 if (*root == NULL) {
23 *root = createNode(1);
24 (*root)->keys[0] = key;
25 (*root)->numKeys = 1;
26 } else {
27 Node* tempRoot = *root;
28 Node* newNode = NULL;
29 insertNonFull(tempRoot, key, &newNode);
30 if (newNode != NULL) {
31 *root = createNode(0);
32 (*root)->keys[0] = newNode->keys[0];
```

/tmp/UKPuVhsvqs.c: In function 'insert':

30
20
Segmentation fault

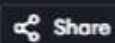
=== Code Exited With Errors ===

Clear

```
=== Code Execution Successful ===
```



main.c



Run

Output

Clear

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 #define ALPHABET_SIZE 26
6
7 typedef struct TrieNode {
8     struct TrieNode* children[ALPHABET_SIZE];
9     int isEndOfWord;
10 } TrieNode;
11
12 TrieNode* createNode() {
13     TrieNode* node = (TrieNode*)malloc(sizeof(TrieNode));
14     node->isEndOfWord = 0;
15     for (int i = 0; i < ALPHABET_SIZE; i++) {
16         node->children[i] = NULL;
17     }
18     return node;
19 }
20
21 void insert(TrieNode* root, char* word) {
22     TrieNode* current = root;
23     for (int i = 0; i < strlen(word); i++) {
24         int index = word[i] - 'a';
25         if (current->children[index] == NULL) {
26             current->children[index] = createNode();
```

```
/tmp/CdRn0oXaqp.c: In function 'delete':
Search for 'apple': 1
Search for 'banana': 1
Search for 'app': 1
Search for 'application': 1
Search for 'bat': 1
Search for 'batman': 1
Search for 'banana' after deletion: 0
Prefix search for 'app':
app
apple
application
```

=== Code Execution Successful ===

